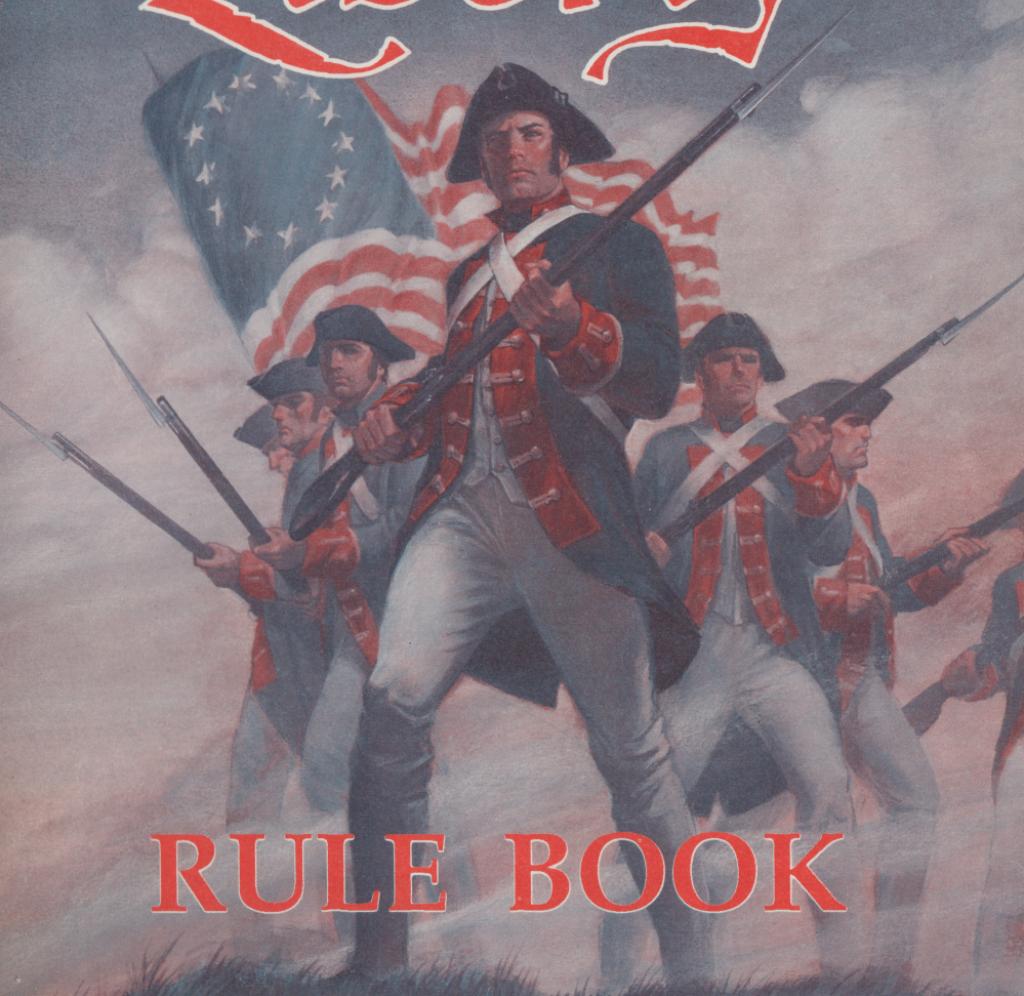


Sons OF Liberty™



RULE BOOK

SSSL

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Each of our games undergoes extensive playtesting prior to its release. Through this process we hope to uncover, and correct, any errors in programming. However, due to the complex nature of our simulations, some program errors may go undetected until after publication. In addition to errors in the program, there are occasionally problems with the disk itself. We experience the industry standard of approximately a 3 to 5% failure rate of duplicated disks. Before assuming that a disk is defective, make sure to check your disk drive. Up to 95% of the disks returned to us as defective will run fine on our computer systems. Often the problem is with a disk drive that needs servicing for alignment, speed, or cleaning.

Should you have a defective disk, please return the disk only (keep all other parts of the game) to our Customer Support Department, along with a note describing the problem you have encountered. A replacement disk will be provided upon our receipt of the defective disk.

Should you uncover an error in the program, return both your game disk and any "save game" disks to our Customer Support Department. Please enclose a description of what was taking place in the game when the error occurred. Upon correction of the program error, we will return an updated disk to you.

Always make sure to include your name, address, and daytime telephone number with any correspondence. We will do our best to see that any problems are corrected as soon as possible.

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Parts Inventory:

Your Sons of Liberty game should come with the following:

- One game box
- One Reference Guide
- One Monmouth/Saratoga Map Card
- One Bunker Hill Map Card / Quick Reference Table Card
- One game disk
- This rule book

INTRODUCTION

Sons of Liberty is a historical simulation game system used to re-create the American Revolutionary War battles of Bunker Hill, Monmouth, and Saratoga. As a historical re-creation, the combat units, leaders, and battlefields are drawn from history and presented here as accurately as the computer permits.

In Sons of Liberty, the game players function as commanders who move combat units over a battlefield map and guide combat with a variety of attack and defend orders.

A game consists of moving and fighting units to cause enemy casualties and capture terrain objectives. Casualties and terrain objectives are worth points. Points determine who wins a game.

A game is played on a map which is displayed on the monitor screen. For easy reference, a copy of each map is provided on a card which shows that map overlaid with a square grid. Although these squares are not shown on the monitor screen, the game will function as though they are.

Because there are three separate battles to play, the rules are organized so that the information which is common to all the battles is presented first. Following these general rules are sections for each of the battles which explain the special situations, rules, strategy or tactics which pertain to a particular battle only.

The game is played in turns. Each turn equals one hour of real time and is broken down into a number of phases (refer to Section 21.0). Each square on the game map represents 100 yards on a side.

The player may choose from three different levels of game complexity: **BASIC**, **INTERMEDIATE**, or **ADVANCED**.

The most important sections of this rulebook are set off by a colored shading. Players who are interested in getting into the game quickly may want to go directly to Quick Start and refer to the shaded sections as needed. Players who want to know more about the game before they start may wish to work through the Tutorial (Section 2.0) and read the Main Menu (Section 3) and the shaded sections before beginning play and then read the other rules sections as needed.

Players familiar with "SHILOH: Grant's Trial in the West" game may read the shaded rule sections for the rules differences between that game and this one.

A joystick may be used in the BASIC GAME only. Instructions for joystick use are given in italics.

QUICK START

Boot the game using the instructions for your system as provided in rules Sections 1.1 - 1.4 (or on a separate data card).

Follow the directions as they appear on the screen. Where given an option choice, don't choose. Accept the options as they are presented (*joystick users may choose to use a joystick*).

You will be playing a **BASIC GAME** version of **BUNKER HILL** in which you will be the British Commander. American units will only appear on your screen when one of your units can "see" them.

The first thing you must do is go to combat. This is because the American side moves first and you must resolve its combat before you get to your turn.

When your turn begins, you will see a white rectangle in the center of the screen. This is the cursor. Use the number keys (or joystick) to move the cursor over the red units (British). These units are off the right side of the screen and near the top.

You may want to refer to Sections 4.1 and 4.11 (*and Section 4.12 if using a joystick*) of this rulebook for an explanation of cursor movement and commands.

Move the cursor over a unit and press the SPACE BAR to access it (*joystick users must first press the joystick button until GET UNIT is highlighted. Then press the joystick button to access the unit*).

When a unit is accessed, information about that unit appears under the game map. Once the unit is accessed, you may move it as you did the cursor (*joystick users move the cursor to where they want a unit to go and then press the joystick button to move the unit. Refer to rules Section 5.31*).

A unit will only move if it has sufficient OP (Operation Points) to pay for the move (refer to the Operation Cost Table Section 20.21). Watch your unit's FT (Fatigue). When the number nears 20, save some OP at the end of your turn. These will be used to reduce Fatigue.

An infantry unit which is moved within two squares of an enemy unit will fire at that unit if it is able to do so (units won't fire if they are routed or have less than 2 OP).

Artillery units may fire at enemy units up to 12 squares away. Artillery units which move won't fire in the combat phase which follows that movement.

The computer will choose the targets your units will fire at. If you want to choose your own targets, follow the instructions that appear in Section 4.211 of this rulebook (*See Section 4.221 for joystick users*).

You may order your units to Melee an adjacent enemy unit by pressing the "M" key (*joystick users refer to Section 4.22 for instructions on how to order Melee*). You may order your unit to advance into an adjacent square which an enemy unit retreats from by pressing the "A" key (*joystick users refer to Section 4.22 for instructions on how to order an Advance*). Artillery units cannot be ordered to Melee or Advance.

When you have finished giving orders to a unit, press the "N" key to access another unit and give it orders (*joystick users refer to Section 4.22 for instructions on how to access the Next unit*).

You will know you have given orders to all of your units when the "N" (NEXT) command accesses units you've already given orders to. When this occurs, press the "Q" key (*joystick users refer to Section 4.22 for instructions on how to Quit*). When unit information is no longer shown beneath the map, press the "C" key to start combat (*joystick users refer to Section 4.12 for instructions on how to enter Combat*).

Continue these procedures until the game is over.

NOTE: the American units start this game in prepared defensive positions. It is best to move around these positions, fire at them for a few turns, and then assault them from several sides at once. Trying to run them over early on will result in heavy British casualties. British reinforcements arrive during the first three game turns. It is best to wait for the reinforcements before attempting any heavy assaults.

BASIC GAME

1.0 INTRODUCTION

The BASIC GAME is a simplified version of the more sophisticated games which follow. We strongly recommend that you become comfortable with the BASIC GAME before progressing to the INTERMEDIATE or ADVANCED Games.

1.1 Starting the Game (C-64, C-128)

To begin the game, insert the game disk and type LOAD "*", 8 and press RETURN. When READY appears, type RUN and press RETURN.

If using a joystick, connect it to port 2.

1.2 Starting the Game (Atari 8-bit)

Remove all cartridges from the computer. Boot the front disk side (XL and XE users hold down the OPTION key while booting). Select the starting play options and insert the game disk side when prompted. If using a two-drive system, make a copy of the back side of the game disk and have it ready for use as prompted by the computer.

If using a joystick, connect it to the #1 port.

1.3 Starting the Game (Apple II series)

Boot the front side of the game disk (if your system has a CAPS LOCK key, make sure this key is down throughout the game). You have the option to select the keypad movement format (where pressing the "8" key means move toward the top of the screen).

If using a joystick, move it left to move the select bar up menus and right to move the select bar down menus. You may have to move the joystick to the lower left or right to have your system read a down command.

NOTE: Older versions of the "Speed Demon" that do not contain dip switches may not work properly with this game.

1.4 Starting the Game (IBM PCs and compatible systems)

Boot with a DOS version 2.0 to 3.2 (if using an IBM PC JR, first remove the BASIC cartridge). If you intend to save the game (and this is often the case) you should have a formatted save game disk ready for this purpose.

When the system prompt appears (typically A>), insert the game disk, type START, and press the ENTER Key.

You have the option of changing the colors and selecting the keypad movement format (where pressing the "8" key means move toward the top of the screen).

1.5 Preparing to Play

When the game is booted, you first see a Title Screen and, depending on your system, a number of option screens. Once past these, you will see the Main Menu. This menu contains a number of options which affect how the game plays

For Quick Start purposes, press the RETURN/ENTER key for the default settings (*joystick users should use the N option to exit the Main Menu*).

Note that while playing the BASIC GAME, a joystick may be used to give commands. While playing an INTERMEDIATE or ADVANCED Game, only the keyboard may be used to give commands.

Throughout this rulebook, sections which pertain to the use of the joystick are printed in italics.

1.6 Documentation Check

There is no physical copy protection in this game. This permits you to make back-up copies (bit copier for the Apple) of the game and/or install it on a hard disk. There are Documentation Checks in the

When a Documentation Check appears on the screen, type in the information requested and press the RETURN/ENTER key.

2.0 TUTORIAL

The tutorial provides a hands-on example of how the BASIC GAME works. The tutorial will walk the player, who will be commanding the British forces, through one turn of the Bunker Hill scenario. While working through the tutorial, it is important to remember that it is teaching play mechanics and not tactics. In fact, the player should end the tutorial with an understanding that frontal assaults against prepared positions held by fresh infantry are very bad tactics.

The tutorial is drawn from the Apple version of the BASIC GAME. Other versions may have slight differences. Where these differences occur, follow the instructions which appear on your computer monitor.

To tell the computer you are using a joystick, highlight "YES" for joystick and press the joystick button. You may have to adjust your joystick as prompted by the screen. Follow any special joystick instructions which appear on the screen.

If given a choice, choose the standard keyboard (1).

After the Title Screen, you will be asked if you want to see a Demo Game, Press "N" (Highlight NO and press the joystick button). When the SONS OF LIBERTY Main Menu screen appears, accept the default setting by pressing the RETURN/ENTER key. Move the joystick to highlight the N option (exit) and press the joystick button.

You will be presented with a number of screens which record losses and gains and give a score. Press the RETURN/ENTER key (joystick button) as needed to get through these. You will see "SOUND

ON? Y/N". Unless you don't want sound, press the "Y" key (highlight YES and press the joystick button). The next screen instructs you to set the Delay Timer which determines how long messages remain on the screen. For now, press the RETURN/ENTER key (joystick button). You may want to adjust this later if you are uncomfortable with the length of time the messages are displayed in the game.

The game will first go through the COMMAND CONTROL and OPERATION POINTS phases of the game. In these phases, the computer carries out certain operations which determine how many Operation Points various units may spend in a turn. Following this you may be prompted to remove your disk, turn it over, and re-insert it. Follow whatever instructions appear on your screen at this point.

The game will begin with the message "PRESS ANY KEY TO COMMENCE COMBAT" ("PRESS EITHER BUTTON TO COMMENCE COMBAT"). This is because the American player (the computer in this case) moves first and the game begins after this first movement. Press the SPACE BAR (joystick button).

Messages will appear which name the different Combat Phases. Since all of the units are out of range, no combat will occur. The game will then proceed to a Recovery/Rally Phase. Following this, you will be asked "DO YOU WANT TO SAVE THE GAME? Y/N". Press the "N" key (highlight NO and press the joystick button).

The game next goes to the British Operation Phase. The white rectangle in the center of the monitor screen is the cursor. At this point, you are in the Cursor Menu which permits you to move the cursor over the battlefield map. Use the number keys (the joystick) to move the cursor around the map and examine the terrain and the position of the enemy units you can see.

Because the hidden unit option was a Main Menu default, enemy units only appear on the screen when a British unit can "see" them. Units can see for 24 squares, but they cannot see through blocking terrain. Blocking terrain can include other units, friendly or enemy.

At the bottom right of the screen, numbers are arranged in a small square pattern that looks like this:

8	1	2
7		3
6	5	4

This is your movement compass. Pressing any of the number keys for the numbers in this compass will move the cursor. It will move the cursor in the direction that number lies from the center of the compass. That is, pressing the "2" key will move the cursor up and to the right because 2 is up and to the right from the center of the compass.

At the bottom right of the screen, numbers are arranged in a small square pattern that looks like this:

8	1	2
7	0	3
6	5	4

You may move the cursor as long as the 0 in the center of the compass is blinking. This will happen while the word MOVE which appears in the text beneath the map is highlighted. The cursor may only be moved straight up (direction 1), straight down (direction 5), straight right (direction 3), and straight left (direction 7). Move the cursor four squares in direction 5 and six squares in direction 3.

Press the following number keys in the order given: 5,5,5,5,3,3,3,3,3. The cursor is now over the circular redoubt on Breeds Hill next to a known enemy unit. At the

bottom right of the screen is a small portion of a town. Your units will not be permitted to enter this town during play. At the top and bottom left of the screen are blue areas. These represent water squares. Your units may not enter these squares either.

Press the "T" key. (While the 0 in the center of the movement compass is blinking, press the joystick button. This highlights GET UNIT. Now move the joystick until CLEAR is highlighted and press the joystick button.) This removes the enemy units from the map so that you can get a better view of the terrain. The wide white lines on the screen are roads. The smaller white lines represent redoubts, breastworks, and other terrain which give an advantage to the defender.

When you move your units, they will move more efficiently when you can move them along the roads.

Press the SPACE BAR (joystick button) and the units reappear on the map.

Press the "V" key. (Move the joystick to highlight VIEW and press the joystick button). This highlights every square which can be seen from the square the cursor is occupying. Because units may only fire into squares they can see, you may want to use the View function to check a square before you move a unit into it. Press any key (the joystick button) to exit the View function.

Press the "O" key. (Move the joystick to highlight MAP and press the joystick button.) The map changes to the Strategic Map. This map gives you a better overall picture of the battlefield because it shows more of it. Because everything is shown smaller on the Strategic Map, many details are lost. Press the "O" key again (the joystick button again) and you return to the Tactical Map. You may perform any Cursor Menu function on either map.

Press these number keys as indicated: 2,2,2,1,1,1. (Move the cursor seven squares

in direction 1 and three squares in direction 3.) You will notice that information is displayed under the game map. This information gives the date, time of day, the player whose phase it is, the X,Y coordinates of the cursor, the type of terrain (and its elevation) that the cursor is over, and an abbreviated version of the commands which may be given in the Cursor Menu. The cursor is now located over a British unit. As the British commander, you want to give orders to these units. In the BASIC GAME, you may only give orders to a unit which is accessed. One way to access a unit is to move the cursor over it and press the SPACE BAR (highlight GET UNIT and press the joystick button while the cursor is over a unit). Press the SPACE BAR (highlight GET UNIT and press the joystick button).

In doing this, you have accessed the unit. This action takes you from the Cursor Menu to the Command Menu (the Access Menu). When you access a unit, the information that appears under the screen changes. The information for the unit you have just accessed is:

BRITISH GRENADIER INF REG	295 MEN	8	1	2		
MSK	EFF:90	FT:0	MORALE:90	7	3	
NON RTD	OP:10	MELEEN	ADVANCE:N	6	5	4
RIDGE (2)			X,Y:20,2	NO PLOT		

The information identifies the unit as the British Grenadier infantry regiment. It has 295 men who are armed with muskets. The unit has an Efficiency (EFF) of 90, has no Fatigue (FT), and has a Morale of 90 (Morale is equal to Efficiency minus Fatigue). The unit is not routed (NON RTD) and has 10 Operations Points (OP). It is ordered not to Melee or Advance. It currently occupies a Ridge square which has an elevation of 2. This square is located at the X,Y coordinates 20,2 (each square on the map has its own unique coordinates). The unit is not plotted to fire.

Once a unit is accessed, it is moved in the same manner that the cursor was moved in the Cursor Menu (to move an

accessed unit, move the cursor to the square you want the unit to move into and press the joystick button). Press the "5" key (move the cursor one square in direction 5 and press the joystick button). This moves the unit one square onto the road. You will notice that this move costs the unit 2 OP. It also had a Fatigue cost which is shown in the changes to the FT and MORALE numbers for the movement. Continue moving the unit as follows: 5, 5, 5, 3, 5, 5, 5, 7. Move the cursor to square X,Y:20,6 and press the joystick button. Now move the cursor one square in direction 3 and press the joystick button. Now move the cursor to X,Y:21,19 and press the joystick button. Now move the cursor one square in direction 7 and press the joystick button. The X,Y address for each square is shown on the bottom line of text under the map

If you make a mistake while moving the unit you may "take back" the move by pressing the joystick button while the 0 in the center of the Cursor Compass is blinking. This will take you to the Command Menu. Here you may highlight the option ABORT and press the joystick button. You will be returned to the Access Menu where you will see your unit retrace its move and recover its Operations Points. Remember how to enter the Command Menu and select options from it. You will be instructed to do this several more times in this tutorial.

You will notice that while you are moving the unit along the road, it costs only 1 OP per move instead of the 2 required for off-road movement. You will also notice that there is less Fatigue cost for moving a unit along a road.

Press the "Q" key to "put down" the Grenadier unit and return to the Cursor Menu. While the 0 in the middle of the movement compass is blinking, press the joystick button. This takes you to the Command Menu. Move the joystick to highlight QUIT and press the joystick button. This returns you to the Cursor Menu.

Now press the "G" key. When you press this key in the Cursor Menu, you are telling the computer to access a particular

unit for you. The message "ENTER UNIT #?" appears on the screen. The computer is asking you to identify the unit by its unit number. These unit numbers are listed as part of the Order of Battle information that is provided under the special rules for each of the three scenarios. Enter the number "20" and press the RETURN/ENTER key.

Highlight GO TO UNIT and press the joystick button. (Remember you will have to first exit from MOVE by pressing the joystick button while the 0 is blinking before you will be able to choose a different command.) GO TO UNIT # 0 appears on the bottom of the screen. Move the joystick until the number 20 appears in place of the 0. Press the joystick button.

The BRITISH 43rd Foot Infantry Regiment is now accessed. You have left the Cursor Menu and returned to the Command Menu (*the Access Menu*). Move this unit as follows: 5,7,5,5,5,3,5,5,5. Use the joystick to move the unit to square X,Y:21,9. You will not be able to merely move the cursor to this square and press the button or the unit will follow a path that will use all its OP before it gets to the destination square. You will have to move it to a number of intermediate squares along the way. The best approach is pause the cursor before it changes movement direction and move the unit to that square before moving the cursor in a new direction.

Now press the "N" Key. Press the joystick button to enter the Command Menu. Highlight the word NEXT and press the joystick button.

When you press the "N" key (*select the NEXT option*), you are telling the computer to access the next unit in the Order of Battle (the one with the next highest number). In this case, you have gone to the BRITISH 52nd Foot Infantry Regiment. Notice you were able to access the unit directly from the Command Menu.

Move this unit as follows: 5,6 (notice the increased OP cost for a diagonal move) 5,5,5,3,5. Move the unit to X,Y:21,7 using the movement route given in the preceding sentence for keyboard movement. You will notice

that even though the joystick cannot be used to move the cursor diagonally, units can be made to move diagonally. To get the unit to move in direction 6, move the cursor so that it is in the square diagonally down and to the left from the unit and press the joystick button. The unit will make a diagonal move to enter this square.

Press "N" and access the BRITISH Light Infantry Regiment (*Go into the Command Menu and select the NEXT option*). Move this unit: 5,5,5,5,3,5 (Move the unit into square X,Y:21,7 using the route given for keyboard movement). Notice that when this unit moved over the unit already on the road, it paid 2 OP for the move instead of the normal 1 for road movement.

This is because the less expensive road movement is only available when the road square being entered does not already contain another unit.

*Press the "N" key (*Go into the Command Menu and select the NEXT option*).*

This accesses the Grenadier Regiment again because it is the next unit in the Order of Battle (OB). Notice that the unit shape shown for the square that contains two units (X,Y:21,7) is different from the shapes for the squares which contain 1 unit. Press "N" (*Go into the Command Menu and select NEXT*).

The BRITISH 5th Foot Infantry Regiment is accessed. Move it: 6,6,6 (*move the unit to X,Y:19,4*).

Notice how diagonal moves from one road square to another do not qualify for the road movement rate.

*Press "N" (*enter the Command Menu and select NEXT*) to access the BRITISH 38th Foot Infantry Regiment. Move it: 5,7,7,5,7 (*move it to X,Y:19,4*). Now press the "Z" key (*enter the Command Menu and select ABORT*). Pressing the "Z" key (*selecting ABORT*) permits you to abort the orders you have just given (as long as you have*

not "put down" that unit). In this case, the orders were aborted because the unit moved on top of the 5th Foot but there is a more efficient way to get it where it is going.

Move the 38th Foot as follows: 5,7,7,5,5,7,7,7,5 (*move the unit to X,Y:17,6*). Notice that it paid 1 OP for the third "5" move even though this movement was not along a road.

The road movement rate applies while making a horizontal or vertical move from one road square to another (even if the squares are not directly connected by a road).

All units have been given orders for this phase. It is time to return to the Cursor Menu and exit to the Combat Phase so the game can continue. Press "Q" (*enter the Command Menu and select QUIT*) to return to the Cursor Menu and press "C" (*select the COMBAT option from the Cursor Menu*) to go to Combat. When the question "DO YOU WISH TO HAVE COMBAT? Y/N" appears, press "Y" (*press the joystick button while "DO YOU WISH TO HAVE COMBAT? YES" is on the screen*).

The computer first plots Opportunity Fire. This is where the computer gives fire orders to all of its units and to any of your units which have a NO PLOT fire designation and which have an enemy unit they can fire at. Press any key (*press the joystick button*) to go to Combat.

Notice that the American unit Nixon fired at the 38th Foot. The 38th Foot did not return the fire even though it was in fire range. This is because the unit did not have any OP remaining and it costs OP to fire. Units which do not have sufficient OP to fire may only fire in Melee Defensive Fire.

You are asked if you want to save the game. Answer "N" (*highlight NO and press the joystick button*).

The game now goes into the next American Phase. You may watch the computer move its units. Again, you will

only be able to see those American units which British units can "see". This means you will see some American units disappear as they move out of the Line Of Sight of your units. You may also see some American units appear on your screen. Press a key to start combat (*press the joystick button*).

This time, the 38th Foot fires. This is because it recovered its OP during its RECOVERY/RALLY Phase which followed the previous Combat. You will also notice, when you access this unit in the coming phase, that it will have less OP than most other British units. This is because it "spent" 2 points by delivering defensive fire. Do not save the game and proceed to the next British Operation Phase.

Press the "G" Key and enter "16" when prompted (*select GET UNIT, move the joystick to bring up the number 16, and press the joystick button*). This will take you to the Light Regiment. Move this unit: 6,7,7,7 (*move this unit to X,Y:17,8*). This move cost 14 OP because the last move placed the unit next to an enemy unit. The cost to move next to an enemy unit is 3 OP in addition to normal movement costs. This move also revealed that two enemy units are occupying the redoubt. If you were to "take back" this move (by pressing the "Z" key) (*selecting ABORT in the Command Menu*), you would find that you would still be charged 4 OP for revealing a hidden unit. (If you don't have the OP to make the move as indicated, come as close as you can. OP vary from turn to turn).

Press the "N" key (*enter the Command Menu and select NEXT*) to access the Grenadiers. Move this unit: 7,5,7,5,7 (*move the unit to X,Y:17,11*). With this last move, an enemy unit in 16,10 is revealed. To give the Grenadiers Fire orders, press the "F" key (*enter the Command Menu and select the FIRE option*).

When the "F" key is pressed (*the FIRE option selected*), the Fire Menu appears at the bottom of the screen. You may see all the squares you can fire into by pressing

the "V" key (*selecting VIEW LOS*). This will highlight all squares in that unit's Line Of Fire (those squares it can see into and which are within the range of its weapon).

When firing artillery units, which have a very long range, you may want to check Line Of Fire (LOF) from the Strategic Map. To switch from Strategic to Tactical map (and back again) from the Command Menu, press the O key (*select OTHER MAP*). Press the SPACE BAR (*the joystick button*) to return to the Fire Menu.

To order fire on a particular enemy unit, move the cursor over that unit and press "T" for target (*while TARGET SQUARE is highlighted, press the joystick button so the 0 in the middle of the Movement Compass is blinking, move the cursor over the target square, and press the joystick button*). To fire at the unit in 16,12, press the "6" key to move the cursor over that square and then press the "T" key (*select target square, move the cursor over X,Y:16,12 and press the joystick button*). This returns you to the normal Command Menu. Notice that the NO PLOT command has been replaced with FIRE: 16,12 (*when you return to the Access Menu*). This shows that the unit has been ordered to fire into that square.

A unit may melee into an adjacent square if it is so ordered and has sufficient points to melee. In our example, we have 6 points remaining (you may have a different number). When the Grenadiers fire, they will pay 2 OP for that fire. Melee costs 4 OP. To order melee, press the "M" key (*select MELEE while in the Command Menu*).

When the "M" key is pressed (*MELEE is selected*), you will notice that the N next to MELEE at the bottom of the screen is changed to a Y. Pressing the M key again (*selecting MELEE again*) will change this back to a N. Pressing it again will change it to a Y again. There is no OP cost to order Melee. The OP cost is only paid when the melee is actually executed. Make sure that your MELEE command is Y.

When a unit's attack forces an adjacent enemy unit to retreat, the attacking unit may advance into the just vacated square if it has been ordered to advance. The Grenadiers are not now ordered to advance. This is shown by the N next to ADVANCE. Order the Grenadiers to advance by pressing the "A" key (*select ADVANCE while in the Command Menu*). This places a Y next to ADVANCE. As with melee, you may toggle between advance orders. There is no OP cost to advance. It is a free move (NOTE: units receive an Efficiency bonus when they advance).

Press the "N" key (*select NEXT from the Command Menu*) and access the 5th Foot. Move the unit: 5,7,7,7,7 (*move the unit to X,Y:15,5*). This places the unit next to the American units along the fence line. Leave the NO PLOT Command so that the computer will pick a target for this unit. You may order the unit to melee or advance as you wish. It really won't matter. You will see why later.

Press the "N" key (*enter the Command Menu and select the NEXT option*). This accesses the 38th Foot. As earlier indicated, this unit spent 2 OP in defensive fire. Like all other British units, it has a high Fatigue. We will permit this unit to rest this phase. Press the "F" key (*enter the Command Menu and select FIRE*) to bring up the Fire Menu. Press the "N" key (*move the joystick to highlight NO FIRE and press the joystick button*). This orders the unit not to fire. The words NO FIRE appear at the bottom right of the screen (*return to the Access Menu by selecting the RETURN option*). Units with a NO FIRE order will not fire either offensively or defensively UNLESS they are adjacent to an enemy unit.

Press the "N" key (*select NEXT from the Command Menu*) to access the 43rd Foot. Move this unit: 7,7,7,7 (*move the unit to X,Y:17,9*). This places it next to the redoubt. Press the "F" key (*select the FIRE option from the Command Menu*). Target the redoubt by pressing the "7" key and then the "T" key (*while TARGET SQUARE is*

highlighted, press the joystick button so the 0 in the middle of the Movement Compass is blinking. Move the cursor over the redoubt and press the joystick button). When you return to the Command Menu (Access Menu), you will see that the square 16,9 (the redoubt square) has been targeted for fire. Press the "F" key again (return to the Command Menu and select FIRE). While in the Fire Menu, press the "E" key (highlight EXIT/ERASE PLOT and press the joystick button. Select RETURN to go back to the Access Menu). You are now back in the Command Menu (Access Menu), but FIRE:16,9 has been replaced by NO PLOT. Pressing the "E" key (selecting EXIT/ERASE PLOT) in the Fire menu will erase a fire plot and return you to the Command Menu.

Press the "N" key (*select NEXT from the Command Menu*). This accesses the 52nd Foot. Move this unit 6,7,7,7 (*move the unit to X,Y:17,8*). In our example, this leaves it with insufficient OP to plot fire, melee, or advance (since it doesn't have the OP to attack, it can't force a unit to retreat which would permit an advance).

Press the "N" key (*select the NEXT option from the Command Menu*). This returns the Light Regiment which has already been given orders. All units have been given orders. Press "Q" (*select QUIT from the Command Menu*) and "C" (*select COMBAT from the Cursor Menu*) to go to combat.

Using the "N" key (*NEXT option*) to access units is a good idea because it makes it less likely you will skip a unit and forget to give it orders. Many players use the "N" key (*NEXT option*) to check all of their units after they think that they are through giving orders.

Go to Combat. Since the results of Combat vary somewhat with each game, it is impossible to state exactly what will happen. Generally, your units should suffer heavy casualties from the tactics that have been used in this tutorial. Units which fire from breastworks and similar prepared positions have their firepower

tripled. There is a reasonable chance your Grenadier unit will be able to force its opponent to retreat so that it can advance. Notice that attacking units only retreat one square. Defending units retreat three squares. Routed units retreat five squares and change their shape to show that they are routed.

(A word on tactics. This type of assault on prepared positions is what the British tried when they first attacked historically. Learn from it. When you play the British in this scenario, you want to move around the prepared American positions and force the American player to spread himself thin and leave his prepared positions to protect his line of retreat.)

When asked, "DO YOU WANT TO SAVE THE GAME? Y/N" press "Y" (*press the joystick button when the message "DO YOU WANT TO SAVE THE GAME? YES" is on the screen*). You are instructed to place your save-game disk in the disk drive. You need to have a separate disk to use for this and if you are playing on an IBM or compatible system, you need to have already formatted the save game disk.

After you insert the disk and press the RETURN/ENTER key (*the joystick button*), you are taken to the Save Game Menu. In this menu you have the options to: Save the Game, Delete a File (eliminate a previously saved game), List the Directory (see a list of the games you have saved), and Exit (leave the Save Game Menu). Some systems also provide an Init Disk option. Where the Init option is given, players need to use it to initialize their save game disk before they can save a game on it for the FIRST time only. Do not Init your disk after you have saved a game on it as this will eliminate the saved game(s).

When you go to save a game, you have to name the file under which the game will be saved. Since three separate battles are provided with the game, we recommend

that you select a name that identifies that battle. Since it is normal to save a game at different stages of play, we recommend that you also provide a number in the name. Since this is the first Bunker Hill Battle you will be saving, you might name it BUNK1. You do need to limit your save game file names to 8 characters or less. *Joystick users will have to use the keyboard to type in the name of their saved games.*

After you save a game, it is a good idea to check and see that it was in fact saved by choosing the List Directory option (*highlight the LIST DIRECTORY option and press the joystick button*) when you are returned to the Save Game Menu. If you don't see the file for the game you have just saved, you will want to save it again on either the same or a different save game disk.

You recall saved games by booting the game, and selecting the Save Game Option (A) in the Main Menu. We recommend you "throw away" this particular saved game and start Bunker Hill again with a better strategy. You may want to Exit the Save Game Menu and return to the regular game long enough to go through the Victory Determination Phase where your casualties will be listed and you can see how the first battle affected your victory points.

When it comes time to play a real game, we recommend that you start with a BASIC GAME. You may want to start by reading only the Main Menu section, the special Bunker Hill (or whatever battle you choose) Section, and the shaded sections of the BASIC RULES. The most important sections of this rulebook have been shaded. You may want to read them and only refer to the other rule sections to answer a particular question.

3.0 THE MAIN MENU

The Main Menu presents a number of options which affect how the game will play. The Default Settings are shown underlined. This menu appears as follows:

- A) NEW GAME SAVED GAME
- B) AMERICAN HUMAN COMPUTER
- C) BRITISH HUMAN COMPUTER
- D) BASIC INTERMEDIATE ADVANCED
- E) HIDDEN UNITS NON-HIDDEN UNITS
- F) COLOR BLACK&WHITE/MONOCROME
- G) ICONS SYMBOLS
- H) LEVEL OF PLAY 1 2 3 4 5
- I) AMERICAN ARRIVAL 1 2 3 4 5
- J) BRITISH ARRIVAL 1 2 3 4 5
- K) AMERICAN AMMO 1 2 3 4 5
- L) BRITISH AMMO 1 2 3 4 5
- M) SCENARIO BUNKER HILL
MONMOUTH
SARATOGA
- N) EXIT

The menu options are identified by the option letter on the left of each line. To select an option, press the option letter until your choice is highlighted. When all option choices are as you want them, press the RETURN/ENTER key to exit the menu.

To select an option, use the joystick to highlight its option letter. While the option letter is highlighted, press the joystick button until the option choice you desire is highlighted. When all options have been selected, exit the menu by highlighting option letter N and pressing the joystick button.

3.1 Main Menu Options

- The "A" option allows the player to select a new game or to continue playing a saved game. When a saved game is selected, the option menus are as saved. When you select to resume a saved game, you will be prompted to insert your save game disk and press RETURN/ENTER. You must then enter the file name of the saved game you want to resume (you may view the save game disk directory for a list of the file names). You may not change Main Menu options when you boot up a saved game.

- The "B" and "C" options allow the player(s) to choose if the American and British forces will be controlled by a

human player or by the computer.

- The "D" option permits you to select from three games of varying complexity.
- The "E" option provides a game where each player is only shown the location of his opponent's units when they can be seen by some of his own units. Hidden units will also be revealed if an enemy unit moves adjacent to them during the Operation Phase. It is recommended that beginning players not use this option. To re-create the "fog of war", it is strongly recommended that intermediate and advanced players do use this option.
- The "F" option may be used to provide the unit shapes best suited for color monitor/TV users and monochrome monitor/black & white TV users. Atari owners are given the option of a one- or two-drive system here. C-64 owners are allowed to choose between light blue or dark blue for American units.
- The "G" option allows you to play with icons (figure profiles) or symbols (bars). Icons are automatically used for the BASIC GAME. Symbols (which show facing and formation changes) are recommended for the INTERMEDIATE and ADVANCED games.
- The "H" option selects the difficulty level. Level 3 is historical and makes no modification to either side. Levels 1 and 2 favor the American player (level 1 more so than level 2). Levels 4 and 5 favor the British (5 more so than 4). Levels affect the casualties inflicted in fire and melee combat. Please note that you should play an easy level of difficulty the first few times you play the game. Level 3 is a challenge.
- The "I" and "J" options allow for variable reinforcement arrival. Units may appear up to one to two turns earlier or later than their historical arrival time. Level 3 is historical with no changes. Level 1 allows units to arrive up to two turns earlier. Level 2 allows units to arrive up to two turns later. Level 4 allows units

to arrive from up to one turn earlier to one turn later. Level 5 allows units to arrive from up to two turns earlier to two turns later. The authors and playtesters recommend that once players are acquainted with the system, they should play with Option Level 5. This truly re-creates the uncertainty of a battle where opposing commanders did not know the size of an enemy force or how quickly it would be reinforced.

- The "K" and "L" options allow for variable ammunition supply. Ammunition supply only affects the ADVANCED Game. Level 3 is historical. Levels 1 and 2 give progressively less ammunition. Levels 4 and 5 give progressively more ammunition.
- The "M" option permits the player to select which of the 3 American Revolutionary War battles he wants to play.
- *The "N" option only appears when a joystick is used in the BASIC GAME. It permits the player to exit the Main Menu.*

3.2 Other Screens and Options

After exiting the Main Menu, you will see a series of screens which list the casualties sustained or ground objectives taken. At the start of the game, losses are typically set to 0. These screens are also shown at the end of each turn during the Victory Determination Phase. They may be used to gauge who is winning or losing as play progresses.

Before play starts, you may turn the sound off or on and select a delay loop. The delay loop determines how long messages remain on the screen. The larger the delay number, the longer messages remain (if using an Apple, we recommend you start with a delay loop of 6 if you have an accelerator board and a delay loop of 4 if you do not).

4.0 MENUS

When using the keyboard to control the game, there are two main menus, the Cursor Menu and the Command Menu. The Command Menu has a subordinate menu (the Fire Menu) that is used to give fire commands.

When using the joystick to control the game, there are two main menus, the Cursor Menu and the Command Menu, and two menus which are subordinate to the Command Menu, the Access Menu and the Fire Menu.

4.1 The Cursor Menu

The Cursor Menu is automatically entered at the beginning of each Operation Phase. It is also entered when the Command Menu is exited. The Cursor Menu is exited whenever a unit is accessed or when the game player chooses to go to Combat. The main purposes of the Cursor Menu are to permit the gamer to access combat units, to view different parts of the map, and to enter Combat.

The cursor appears as a white square or rectangle which is in the middle of the game map at the beginning of each Operation Phase.

4.11 Keyboard Cursor Menu

When in the Keyboard Cursor Menu, an abbreviated version of the menu is displayed below the map (along with the date, time of day, and phase number). To give a command while in this menu, press the key which appears in parenthesis () for that command. The commands that can be given while in the Cursor Menu are:

(0) = Centers the map at the cursor ("5" for the optional key pad).

(1-8) = Moves the cursor in the desired directions according to the compass on the lower right hand side of the display. ("1-9" for the optional key pad)

(C)Combat = Starts the Combat Phase. Give this command when you have finished moving and giving orders to all units.

(G)o To Unit = When this command is given, you will be prompted to type in the number of the unit you want to access. Unit numbers are provided in the Orders of Battle that appear in the special rules section for each battle. After the unit number is entered, that unit will be accessed (with this, the Cursor Menu is exited and the Command Menu is entered).

(J)oystick = Switches control from the keyboard to the joystick by entering the Joystick Cursor Menu.

(O)ther Map = Toggles between the Tactical Map (which shows more detail) and the Strategic Map (which shows a larger section of the battlefield).

(SPACE BAR) = Accesses the unit under the cursor. If two or more units are in the square, the top unit is the one accessed (with this, the Cursor Menu is exited and the Command Menu is entered).

(T)errain = Removes the unit shapes from the map to reveal the terrain underneath.

(V)iew = Highlights all the squares that a unit in the cursor's square could see.

(W) = Highlights all American Objective squares on the screen. Pressing a key will then highlight British Objective squares on the screen. Pressing a key will then return to the Cursor Menu.

(Z) = Moves the cursor back to the last square where a unit was accessed.

4.12 Joystick Cursor Menu

When in the Joystick Cursor Menu, an abbreviated version of the menu is displayed below the map (along with the date, time of day, and phase number). To select a command in this menu, move the joystick to highlight that command and then press the joystick button.

When the MOVE command is selected, this command must first be exited by pressing the joystick button before another command can be selected. The commands that can be given while in the Joystick Cursor Menu are:

ABORT = Returns the cursor to the last square where a unit was accessed.

CLEAR = Removes the unit shapes from the map to reveal the terrain beneath.

COMBAT = Starts the Combat Phase. Give this command when you have finished moving and giving orders to all units.

EXIT = Switches control to the keyboard by entering the Keyboard Cursor Menu.

GET UNIT = Accesses the unit under the cursor. When two or more units are in a square, the top unit is accessed (with this, the Cursor Menu is exited and the Access Menu is entered).

GOTO UNIT = When this command is given, you are prompted to enter the number of the unit you want to access. Unit numbers are provided in the Orders of Battle that appear in the special rules section for each battle. Use the joystick to change the number that appears on the screen to match the number of the unit you wished accessed and then press the joystick button. The cursor will then move to that unit and access it (with this, the Cursor Menu is exited and the Access Menu is entered).

MAP = Toggles between the Tactical Map (which shows more detail) and the Strategic Map (which shows a larger section of the battlefield).

MOVE = Moves the cursor in the direction the joystick is moved. This direction is highlighted on the compass on the lower right hand side of the screen.

OBJ = Highlights all American Objective squares currently on the screen. Pressing the joystick button will then highlight all British Objective squares on the screen. Pressing the joystick button again returns the Cursor Menu.

VIEW = Highlights all squares that could be seen by a unit in the square the cursor is in.

4.2 Command Menu

The Command Menu is entered when a unit is accessed (the Command Menu is entered from the Access Menu when the joystick button is pressed). The Command Menu is exited when the Quit command is given. The Command Menu is used to move and give combat orders to units (the Command Menu is used to give combat orders. Movement is done through the Access Menu).

4.21 Keyboard Command Menu

Commands are given to the accessed unit. The name of this unit is shown beneath the map along with other information about that unit. To give a command to a unit, press the key that is shown in parenthesis () for that command as follows:

(0) = Centers map on the unit ("5" for the optional key pad).

(1-8) = Moves the unit in the desired direction as indicated by the Movement Compass at the bottom right of the screen ("1-9" for the optional key pad).

(A)dvance = Sets the unit to advance into a square vacated by the retreat of an adjacent enemy unit(s). To be eligible to advance, that friendly unit's attack must have caused the enemy unit to retreat.

(F)ire = Calls up the Fire Menu which permits the giving of fire commands.

(H)elp = Displays a list of the commands available in this menu.

(M)elee = Plots the unit to MELEE combat the adjacent unit at which it is firing.

(N)ext = Accesses the next friendly unit in the Order of Battle.

(O)ther Map = Toggles between the Tactical and Strategic Maps.

(Q)uit = Exits to the Cursor Menu.

(T)errain = Removes unit shapes on the map to reveal the terrain beneath.

(U)nder = Accesses the next unit in the square.

(V)iew = Highlights all squares the currently accessed unit can fire into.

(Z) = Aborts the orders you have given to the currently accessed unit since its most recent access. The unit is returned to the square it occupied at the time it was accessed and any combat orders given it are reset.

4.211 Keyboard Fire Menu

This menu is entered from the Command Menu when "F" is pressed. It is exited back to the Command Menu when either a fire option or the exit option is chosen. To select an option, press the key that is shown in parenthesis () for that option as follows:

(1-8) = Moves the cursor in the desired direction as indicated by the Movement Compass ("1-9" for the optional key pad).

(T)arget Square = Orders the unit to fire into the square currently occupied by the cursor. This order will only be accepted if that square can be seen by the unit and is in its

weapon's range. (NOTE: the computer will sometimes override plots due to a random factor.)

(V)iew Line Of Fire = Highlights all squares which the unit can fire into.

(N)o Fire = Orders the unit not to fire. The unit will only fire if an enemy unit is adjacent to it.

(E)xit/Erase Plot = Returns to the Command Menu without giving a fire command. If a fire command had been previously given, this command is eliminated.

Fire will be resolved as plotted if certain conditions are met. Some of these are: the firing unit's Line Of Fire to that square is not blocked, that square is occupied by an enemy unit, and (where the plotted square is not adjacent to the firing unit) no enemy units are adjacent to the firing unit.

When fire is not plotted, the computer will choose a target for the unit to fire at. NO FIRE orders notwithstanding, a unit which is capable of fire will ALWAYS fire at an adjacent enemy occupied square during the Combat Phase.

4.22 Joystick Command Menu

The Command Menu is entered from the Access Menu when the joystick button is pressed at any time while the O in the middle of the Movement Compass is blinking. While in the Command Menu, you may select any of the following options by moving the joystick to highlight the option and then pressing the joystick button:

ABORT = Aborts or cancels the orders given the unit since its most recent access. The unit will be returned to the square it occupied at the time it was accessed and any combat orders will be reset. OP points are recovered for cancelled orders. (Exception: There is a four

OP penalty if an aborted move reveals a hidden unit.)

ADVANCE = Pressing the button when an "N" appears next to this option will order the unit to advance into an adjacent square. The unit will only advance where its attack forces the retreat of an adjacent enemy unit. Pressing the button while a "Y" appears next to the option will set the unit to NOT advance.

CLEAR = Removes the unit symbols from the map to reveal the terrain beneath.

FIRE = Calls up the Fire Menu to permit the giving of fire commands.

MELEE = Selecting this option while a N appears next to MELEE in the Access Menu, sets the unit to Melee combat an adjacent enemy unit it fires at. Selecting the option while a Y appears next to MELEE, orders the unit to NOT Melee.

NEXT = Goes to the next friendly unit in the Order of Battle.

OTHER MAP = Toggles between the Tactical and Strategic Maps.

QUIT = Exits to the Cursor Menu.

RETURN = Exits to the Access Menu.

VIEW = Highlights all squares the unit can see which are within its weapon range.

4.221 Joystick Fire Menu

The Fire Menu is entered from the Command Menu when the FIRE Option is selected. This menu is exited to the Command Menu when either a fire option or the exit option is selected. Options in this menu may be selected by moving the joystick to highlight them and then pressing the joystick button. The following options are available from this menu:

EXIT/ERASE PLOT = Selecting this option will set the unit for a NO PLOT fire command. A NO PLOT means that the computer will select a target for the unit.

NO FIRE = Orders the unit not to fire. This order will be over ridden to permit the unit to

fire at adjacent enemy units.

TARGET SQUARE = Permits the selection of a square for the unit to fire into. After this option is selected, press the joystick button, use the joystick to move the cursor into the square you wish to target, and press the joystick button again. This sets your unit to fire into the selected square and returns you to the Command Menu. The computer will not accept a command to fire into a square which a unit cannot see or which is out of its weapon range. The computer will sometimes override plots due to a random factor.

(NOTE: Your unit will only fire into this selected square if certain requirements are met. These include: your unit being able to fire, a clear Line Of Sight to the target square, and the absence of adjacent enemy units when the target square is not adjacent).

VIEWLine Of Fire = Highlights those squares which the unit can see and are within the range of its weapon.

4.222 Joystick Access Menu

This menu is entered from the Cursor Menu when a unit is accessed. It is entered from the Command Menu when the RETURN or NEXT options are selected. This menu is exited to the Command Menu when the joystick button is pressed at any time when the O in the middle of the Movement Compass is blinking.

While in the Access Menu, information about the unit (Name, Morale, etc.) will be displayed beneath the map.

The Access Menu permits a unit to be moved to a square by first using the joystick to move the cursor to the desired square and then pressing the joystick button. The unit will then move to the selected square (assuming it is a legal move).

5.0 MOVEMENT

Movement commands are given using the keyboard or, for the Basic Game only, a joystick. The game player may move either the cursor (a white square or rectangle) or a combat unit.

5.1 Direction of Movement

There are eight directions for movement. These are: up (north); diagonally up and to the right (northeast); right (east); diagonally down and to the right (southeast); down (south); diagonally down and to the left (southwest); left (west); and diagonally up and to the left (northwest).

Using a compass to represent these directions, they appear as follows:

NW	N	NE
W	(C)	E
SW	S	SE

Diagram 1

When moving, it is important to remember that you are moving the cursor or accessed unit from one square to another. In the compass above, the square the cursor or accessed unit is moving from is represented by the center of the compass (C). The square the cursor or accessed unit is to move into is represented by the direction (NW, N, NE, etc.) that square lies from the square exited.

In many instances, a Movement Compass will be shown at the bottom right of the screen. Numbers are arranged around the center of this compass in the same manner as the directions in Diagram 1. Pressing a number key will cause movement in the direction that number lies from the center of the compass. Pressing the number that lies in the center of the compass will center the screen on the square the cursor or accessed unit currently occupies.

The movement compass will appear as either:

8 1 2	7 8 9
(Standard)	7 0 3 or 4 5 6
6 5 4	1 2 3

Diagram 2

The joystick can be used to move the cursor in four directions: up (north), right (east), down (south), and left (west). To move a unit with the joystick, point the joystick in the desired direction until the cursor moves as directed.

Although the joystick has only four movement directions, it may be used to move units in any of eight directions. An explanation of this is provided in section 5.3 which follows. In many instances, a Movement Compass will be shown at the bottom right of the screen. Numbers are arranged around the center of the compass which correspond to the direction they lie from the center of the movement compass as shown in Diagram 2.

When the joystick is being used for movement, the direction number for that movement will appear highlighted in the Movement Compass.

5.2 Movement of Cursor

At the beginning of each Operation Phase, a white square or rectangle is shown in the exact center of the game map. This is the cursor.

The cursor has several major functions in the game. They are:

1. Accessing units. In order to command a unit, that unit must be accessed. One way to access a unit is to move the cursor over the square that contains the unit and give the appropriate access command.

2. Plotting fire. Once a unit is accessed, fire from that unit may be plotted into a particular square by going into the Fire Menu, moving the cursor over the square you want to fire into, and giving the appropriate command.

3. Viewing the battlefield. During those times when a unit is not accessed, the cursor may be moved to permit the game player to see different portions of the game map. This is helpful because, for most of the battles, only a portion of the map can be fit on the screen at a time.

4. Unit movement. When using the joystick, the cursor is moved to select the square a unit is to move into.

To move the cursor, you must be in either the Cursor Menu or the Fire Menu. You start each Operation Phase in the Cursor Menu. You return to the Cursor Menu whenever you exit the Command Menu.

The Fire Menu is a subset of the Command Menu.

When you are in a menu which permits cursor movement, you move the cursor by pressing the number key that corresponds to the direction in which you want the cursor to move (See section 5.1 above).

When in the Cursor Menu, you may move the cursor when the MOVE command is selected. The MOVE command appears as one of your options in the menu at the bottom of the screen. To select the MOVE command, move the joystick until MOVE is highlighted and then press the joystick button.

While the MOVE command is highlighted, moving the joystick will cause corresponding cursor movement. When the computer is reading a movement command, it will highlight the number in the Movement Compass for that movement direction. While the MOVE command is highlighted and no movement is being read by the computer, the O in the center of the movement compass is highlighted.

While in the Access Menu, you may move the cursor. The cursor will move in the same manner as when in the Cursor Menu with MOVE highlighted.

While in the Fire Menu, you may move the cursor when the TARGET SQUARE command is selected. To select this command, use the joystick to move the select bar to highlight it and then press the joystick button. While TARGET SQUARE is selected, the cursor may be moved in the same manner as in the Cursor Menu.

5.3 Movement of Units

Units may be moved once they have been accessed. Unlike cursor movement, unit

movement is restricted by a number of factors which include:

1. Terrain.
2. The presence of enemy units.
3. Available operation points.

The mechanics of moving a unit are the same as those to move the cursor.

Once a unit is accessed, it will move as indicated by the numbers around the Movement Compass (See section 5.1 above).

Unlike cursor movement, unit movement has a cost in Operations Points and Fatigue.

For each square a unit moves, it must pay an Operation Points (OP) cost (Section 20.21) and may have to pay a Fatigue cost (Section 20.3). A unit's current Operation Points are shown next to the OP designation that appears as part of the information displayed under the map when a unit is accessed.

The Operation Costs for movement vary with the type of terrain being entered. These costs are given in the Operation Costs Tables (Section 20.21). In addition to the basic cost for entering a square, there are additional OP costs to enter or leave a square that is next to an enemy unit.

Moving along a road will generally reduce OP movement costs as long as the movement is from one road square to another and is not a diagonal move.

Certain types of terrain are impassable and unit movement into them is not permitted. Units may not move into squares which are occupied by enemy units (although they may advance into them after forcing an enemy retreat).

Units may not move from one square that is next to an enemy unit directly into another square which is also next to an enemy unit unless the square being entered is already occupied by a friendly unit.

Units may not enter a square if they lack sufficient OP to pay the movement costs (EXCEPTION: units normally may move one square as their only movement regardless of the OP costs).

Artillery units which move cannot fire in the following combat phase.

5.31 Joystick Unit Movement

The joystick may be used to move units when the Access Menu is on the screen. The Access Menu appears when a unit is accessed and shows information about that unit which includes its current OP.

While the Access Menu is on the screen, moving the joystick will cause corresponding cursor movement. To move a unit, move the cursor to the square you want the unit to move into and press the joystick button. The unit will then move into that square provided that square can be legally entered and the unit has sufficient OP to pay for the move.

There are several things to keep in mind when moving units.

When you order a unit to move into a square it is not adjacent to, it is up to the computer to choose the path it will take to get there. The computer will attempt to move units along roads whenever possible. This is not always the most efficient path into the desired square. Whether or not road movement is involved, the computer may choose a movement path that you do not like.

When problems such as these arise, the best solution is to abort the move and then move the unit along a path of your choosing by giving movement orders a square at a time.

While the cursor cannot be moved diagonally, units can and will move diagonally. For example, if you want a unit to enter the square that is diagonally above and to the right of it,

move the cursor into that square and press the joystick button. The unit will then make the desired diagonal move.

6.0 STACKING

There are a maximum number of units which may occupy a square at any given time. This maximum is typically two infantry and/or cavalry units plus one artillery unit.

Cavalry units may overstack while moving but may not end their movement overstacked. Reinforcements may exceed stacking limits when they enter the map. They may remain overstacked until the reinforcing units move.

Artillery may never enter a square which contains another artillery unit (although they may be overstacked when they enter as reinforcement).

7.0 ZONES OF CONTROL (ZOC)

The eight adjacent squares which surround a unit are in that unit's Zone Of Control (ZOC).

Units pay extra OP to enter or leave an enemy ZOC. In addition, units which must retreat into an enemy ZOC will suffer additional losses. Units which rout while in an enemy ZOC lose additional men.

Movement is not permitted directly from one enemy ZOC to another unless the square being entered already contains at least one friendly unit.

8.0 UNIT INFORMATION

When a unit is accessed, important information about that unit will be displayed beneath the game map (while in the Access Menu).

This information includes the unit's nationality, its name, the type of unit it is,

the number of men it contains, the type of weapons it has, its Efficiency, its Fatigue, its Morale, its status, the number of Operations Points it has, if it is set to melee, if it is set to advance, the type of terrain it occupies, the coordinates of the square it occupies, and its fire orders.

A sample of this information is:

AMERICAN WAYNE C INF BRIG	350 MEN
MSK EFF: 60 FT: 0 MORALE: 60	8 1 2
NON RTD OP: 13 MELEEN ADVANCE: Y	7 3
ROAD (3) X,Y: 45,19 NO FIRE	6 5 4

8.1 Nationality

A unit will be controlled by either the American or British Commander. A unit's nationality is given as the first item on the top line of its information display.

8.2 Name

A unit's name will follow its nationality. British units are identified by their unit organization. The BRITISH 1/1 LT INF BATT, for example, is the first battalion of the first light infantry regiment.

American units are identified either by the state or area they are from, by the name of their unit commander, or by some combination of these. In the example, the unit is the C section of Wayne's Brigade.

8.3 Type

A unit will either be Infantry (INF), Cavalry (CAV), or Artillery (ART). The unit type determines a unit's OP movement costs and its melee modifiers.

8.3.1 Organization

A unit will be further identified by its organization. A unit will be either a Battalion (BATT), a Regiment (REG), or a Brigade (BRIG). Some artillery units are identified as a battalion of a particular Division (DIV). Wayne C INF is a Brigade. The typical organization of units changes with the different scenarios. Refer to the Orders of Battle in the various special rules sections.

American



"One" Infantry



"Two" Infantry



Artillery



Artillery plus
"One" Infantry



Artillery plus
"Two" Infantry



Routed



Figure 8.3 Unit Icons

8.4 Number of Men

A unit's base strength is determined by the number of men it has for Infantry and Cavalry units. Wayne C contains 350 men. A unit's base artillery strength is determined by the number of guns it has. The number of men determines, in part, how effective an artillery unit is.

An artillery unit requires 16 men per gun to fire the guns at full strength.

When less men are available, the unit's fire is reduced accordingly. A unit with only eight men per gun would fire at only half strength.

8.5 Weapon Type

Different units were armed with different types of weapons. Weapon type determines a unit's maximum fire range and how powerful its fire is at any square within that range. Wayne C is armed with muskets.

The Weapon Range/Casualty Table (Section 20.5) shows the fire-power of each weapon through its range.

8.6 Efficiency

Efficiency (EFF) means current Efficiency. This number will change as a result of combat.

For every two points a unit's current Efficiency is below 100, that unit's combat strength is decreased by one percentage point.

A unit may "buy up" its current Efficiency by having unused Operations Points (OP) remaining at the end of its combat phases.

This buy up costs 3 OP per Efficiency point if the unit is in an enemy ZOC and 1 OP if it is not. The buy up is done immediately after combat in the Recovery/Rally Phase.

A unit's current Efficiency will increase by 3 when it advances after combat.

A unit's current Efficiency drops when it takes losses, is forced to retreat, when it is stacked with a unit which routs, and when a routed or retreating unit retreats into or through the square it occupies.

8.7 Fatigue

A unit's Fatigue (FT) is an indication of how tired it is. For every two points of Fatigue, a unit's combat strength decreases by one percent.

A unit gains Fatigue through movement and engaging in combat (refer to Section 20.3).

A unit loses Fatigue by having unused Operation Points remaining at the end of its combat phases (NOTE: these are the same OP that are used to buy up Efficiency).

A unit loses 1 Fatigue point for every 3 OP remaining if in an enemy ZOC and 1 Fatigue point for every 1 OP remaining if outside of an enemy ZOC.

WARNING: A common mistake of novice players is to let their units get too tired. Units with a high fatigue are a liability. They are useless in combat and are likely to rout which pulls down their Efficiency and the Efficiency of friendly units near them. When units get tired it is imperative to pull them out of the line and permit them to rest.

8.8 Morale

A unit's Morale is equal to its Efficiency minus its Fatigue. Morale determines whether or not a unit will rout when it is attacked. Units with a morale of 14 or less rout automatically. Units with a morale of 15 to 24 have a chance of routing.

The higher a unit's Morale, the greater the chance that it will Rally (recover from a rout). As a general rule, units with a high morale receive more Operations Points than units with a low morale.

Since Morale is equal to Efficiency minus Fatigue, permitting units to rest with OP remaining after their Combat

Phase will raise their Efficiency, lower their Fatigue and, consequently, raise their Morale.

8.9 Status

A unit's status is either Routed (ROUTED) or Nonrouted (NON RTD).

Routed units automatically rout again (with subsequent Efficiency losses) each time they are attacked. Routed units may not attack enemy units and defend against enemy attacks with a greatly reduced strength.

Units may recover from the effects of Rout during their Recovery/Rally Phase.

A unit's Morale must be at least 25 for it to have a chance to Rally.

8.10 Operation Points

The following require an expenditure of Operation Points (OP): moving, attacking, defending, and recovering from the effects of combat (see Sections 20.21 and 20.22).

Operation Points are expended in Operations Phases when they are used to pay for movement and combat. Each player receives two Operation Phases per turn. Each unit receives from 8 to 15 Operation Points in its Operation Phase.

Operations Points are supplied to units during their Recovery/Rally Phase after any remaining Operation Points are used to reduce Fatigue and increase Efficiency. Because Operation Points are awarded during the Recovery/Rally Phase, the Operation Points used by units during their first Operation Phase were determined in the Command Control Phase of the previous turn.

Operation Points are automatically spent when a unit fires. Since units will always fire if adjacent to an enemy unit or

to defend themselves in melee, players do not have total control over the expenditure of Operations Points.

8.11 Melee

Melee represents a close assault type of combat when a unit closes with the enemy, engages in a fire fight at very close range, and engages in actual hand-to-hand combat in some instances.

In order to melee, the unit must be adjacent to the enemy it intends to melee, ordered to melee it, and have sufficient OP to pay for fire and the melee.

A unit has been ordered to Melee when the letter "Y" appears next to the word MELEE. A unit has been ordered not to melee when the letter "N" appears next to the word MELEE.

8.12 Advance

A unit whose attacks have forced enemy retreats which leave an adjacent square vacant may advance into that square.

There is no OP cost for this advance. A unit is set to advance when the letter "Y" appears next to the word ADVANCE. A unit is not set to advance if the letter "N" appears next to the word ADVANCE. Units which advance receive an Efficiency bonus.

(NOTE: A unit whose melee attack forces an enemy retreat will not advance into the enemy-vacated square unless it has been ordered to Advance.)

8.13 Terrain

Each square contains an identifiable terrain type. The terrain type is shown on the left side of the bottom line of the information that appears beneath the map when a unit is accessed.

In addition to the terrain type, its

elevation (height) is shown in parenthesis () next to it.

Units which occupy higher ground than that occupied by the enemy they are opposing enjoy a distinct advantage in combat.

Terrain may have other affects on combat. Refer to Sections 20.6 and 20.61.

8.14 Unit Location

Each square on the map has an "address" which is shown as its X,Y location. The X coordinate shows how many squares a square is from the left edge of the map.

The Y coordinate shows how many squares a square is from the top of the map.

The coordinates (or address) of the square a unit occupies is given on the bottom row of information that appears beneath the map when a unit is accessed.

8.15 Fire Plot

If a unit has orders to fire into a square, the coordinates of that square are shown on the right side of the bottom row of information that appears beneath the map when a unit is accessed.

If a unit has been ordered to not fire, the words NO FIRE will appear here. In this case, the unit will only fire if adjacent to an enemy unit during a fire phase.

If it has been left to the computer to select a target square, the words NOPLOT will appear here until after the unit has actually fired at a computer selected target. When this occurs, the coordinates of the square it fired into will appear here until the computer or player give it a different fire command.

Artillery units which move cannot fire in the following combat phase.

9.0 OPERATION PHASE

Each turn begins with an Operation Phase. During the Operation Phase, players move units and give combat orders.

These actions cost Operation Points. Each player receives two Operations Phases per turn.

The side which initiates combat from its Operations Phase is considered the attacker for that Combat Phase. The other side is considered the defender.

10.0 COMBAT PHASE

Each Operation Phase is followed by a Combat Phase in which Fire and Melee combat are resolved.

10.1 Offensive and Defensive Fire

The player whose Operations Phase preceded the Combat Phase (the phasing player) is known as the Offensive Player. All fire by his units is termed attacker's fire. Fire by the other player's units (the non-phasing player) is termed defender's fire.

10.2 Fire Effects

Units will only fire if they have sufficient Operation Points to do so. It costs two Operation Points to fire (four operation points for artillery to fire). After paying this cost, if the firing unit has two or fewer OP remaining, it will fire at only three-quarters of its normal strength.

Units which are fired on may retreat or rout as a result. The more casualties a unit sustains and the lower its morale, the more likely it is to retreat or rout (NOTE: A routed unit which is fired on will rout again, even if that fire failed to inflict any casualties on the routed unit. Artillery never routs.).

A defending unit in a woods square may have its fire power cut in half if it is outmaneuvered. Outmaneuvering can occur in the Combat Phase which follows an enemy unit entering an adjacent woods square.

An attacking unit may have its fire

power increased by 50 percent in the Combat Phase which follows its moving adjacent to an enemy unit.

10.3 Melee Effects

Units may only initiate Melee if they have sufficient Operation Points to do so. Melee costs four OP. The attacker must have four OP remaining after paying the OP cost to fire into the target square. The computer will accept a Melee order for a unit which lacks sufficient OP to Melee, but that unit will not be permitted to initiate a Melee until it has sufficient OP to do so. (NOTE: Artillery units may never initiate Melee. That is, they may never be the attacker in Melee.)

Melee is a short range combat that is conducted between adjacent units. In Melee, the attacker advances toward the enemy, engages in a fire fight, and may engage in hand-to-hand fighting.

The defending units always deliver a special Melee Defensive Fire into the attacker. This fire costs OP, but Defending units without sufficient OP to pay for the fire are permitted to deliver it anyway.

Because of the extra defensive fire and the intensity of combat, melees typically cause a large number of casualties.

Melees may result in either the attacker or the defender retreating or routing. If results call for both the attacker and defender to retreat, American units retreat first. British units then retreat only if some of the American units remain unretreated.

10.4 Retreat

When a defending unit retreats, it moves three squares in a direction generally away from the enemy. When an attacking unit retreats, it moves one square in a direction generally away from the enemy. A unit which retreats will lose Efficiency.

A unit which causes an enemy unit to retreat and advances into the square vacated by the retreat will gain Efficiency. If a unit causes an enemy retreat so that an adjacent square becomes vacant, that unit may advance into that square (if it has been ordered to advance).

A unit which retreats into an enemy Zone of Control suffers additional casualties. When a retreating unit retreats into a square which contains other units, those units suffer an Efficiency loss.

10.5 Rout

When a unit suffers casualties, its Morale level is lowered due to the Efficiency loss. When Morale drops to 24 or lower, there is a chance the unit will Rout. When Morale drops below 14, the unit will always rout if attacked. Units with 40 or less men will always rout when attacked. (EXCEPTION: Artillery never routs).

A unit which routs retreats 5 squares. It suffers an Efficiency loss. It causes an Efficiency loss to all units which were stacked with it at the time it routed, all units whose square it retreated through, and all units whose square it retreated into.

Units which Rout will not Fire or Melee Offensively. They will Fire and Melee Defensively at a greatly reduced strength.

Any routed unit which is attacked will Rout again.

Units remain routed until rallied in their Recovery/Rally Phase. The higher a unit's morale, the greater its chance to rally.

A unit which routs while in an enemy Zone of Control loses men to casualties and capture.

10.6 Combat Sequence

Combat occurs in the following order:

- Defender's Artillery Fire Phase
- Attacker's Artillery Fire Phase
- Defender's Fire Phase
- Attacker's Fire Phase
- Retreat Phase
- Advance Phase
- Melee Defender's Fire Phase
- Melee Phase
- Retreat Phase
- Advance Phase

11.0 SAVING A GAME

At the end of each Combat Phase, the computer will allow the player(s) to save a game in progress. A separate save game disk will be required to store the save game data.

Players must initialize their disk from within the save game menu (IBM users must format this disk in advance). Saved games may be restarted from the point where they were left off. Main Menu options may not be changed for a saved game.

12.0 REINFORCEMENTS

Reinforcements arrive on the map in accordance with the schedule shown on the Order of Battle (and as modified by Main Menu Options "I" and "J").

Reinforcements may enter the game

overstacked. These units may remain overstacked until they are moved.

13.0 HOW TO WIN

Each player receives a number of Victory Points which are determined by the type and number of enemy casualties he has inflicted and the Victory Squares he holds.

At the end of the game, the American Victory Points are Subtracted from the British Victory Points. The resulting number determines which side has what level of victory (draws are possible).

13.1 Victory Points for Losses

Players receive victory points for the casualties they inflict on their opponent as follows:

- 1 point per infantryman/ artilleryman
- 1.5 points per infantryman captured
- 2 points per cavalryman lost
- 3 points per cavalryman captured
- 50 points per gun lost
- 75 points per gun captured

13.2 Victory Points for Terrain Objectives

Victory points are awarded for terrain objectives when a player has a unit occupying the square and at least 400 men in or adjacent to that Victory Square during the Victory Determination Phase. Points are only awarded if there are no enemy units in or adjacent to that square.

Refer to the special rules section for each battle for the exact victory conditions for that battle.

INTERMEDIATE GAME RULES

14.0 DIFFERENCES FROM THE BASIC GAME

The INTERMEDIATE GAME is similar to the BASIC GAME with the following additions:

Unit Facing and Formation, Double Time, Melee and Advance, Disruption, Unit Information, Reconnaissance, and Cursor and Command Menus.

14.1 Ammunition

The effects of ammunition supply are abstracted in the INTERMEDIATE GAME. For this reason, no information on ammunition supply appears for an accessed unit (see section 14.6). This information is included for the ADVANCED GAME only.

14.2 Unit Facing and Formation

Unlike the BASIC GAME, units in the INTERMEDIATE and ADVANCED Games have facings and formations.

14.21 Unit Facing

A unit may face in one of eight different directions. These directions correspond to the eight directions on the Movement Compass.

When unit symbols are chosen the represent units, these symbols change to indicate unit facing.

Facing may be changed at any time during the Operation Phase. A unit's facing will automatically change during movement as it faces the square it is moving into. All units in a square assume the facing of the last unit to enter that square. Changing the facing of one unit in a square will change the facing of all units in that square. All units in a square have the same facing.

Some units must pay one OP to change facing. If one unit in a square changes facing, the other units' facing is changed with no OP cost.

14.211 Line Of Sight

Facing determines a unit's Line Of Sight (LOS). A unit has a LOS only in the direction it is facing. The LOS extends in a 90 degree angle from the center of the unit's square in the direction it is facing.

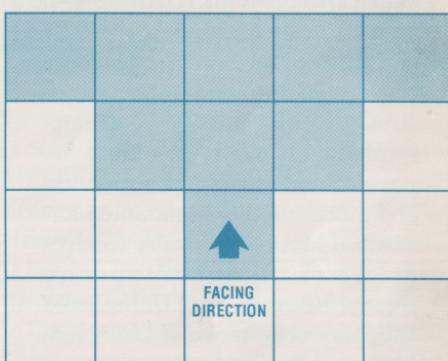


Figure 14.211 Line of Sight

14.212 Combat Effects

When a unit is attacked from a square that is not in its LOS, it is said to be attacked on a flank. Defenders suffer additional casualties when subjected to a flank attack.

A unit may deliver Melee Defensive Fire through its flanks, but at a greatly reduced rate. A unit may not conduct normal fire through its flanks.

An attacking unit has its attack strength increased when it attacks a defender's flank.

14.22 Unit Formations

Each unit has two normal formations. For Infantry, these are line and column. For Cavalry, these are dismounted and mounted. For Artillery, these are unlimbered and limbered. Routed infantry and cavalry are considered to be in a special formation.

There is an OP and Efficiency cost to change a unit's formation. Formation changes may only be voluntarily made during the Operations Phase. Certain formation changes are made automatically as a result of combat (EXAMPLE: When artillery is forced to retreat, it automatically limbers).

Infantry has more fire power in line formation and more melee strength and mobility in column formation. Cavalry has more fire power in dismounted formation and more mobility in mounted formation. Mounted Cavalry receives melee bonuses. Artillery may only engage in normal fire if Unlimbered and may only move if Limbered. Limbered artillery may engage in Melee Defensive Fire and defend in melee, but at a greatly reduced strength.

14.221 Unit Shapes

When symbols are used, the symbol shapes will change to show a unit's formation. There is a special shape for routed units.

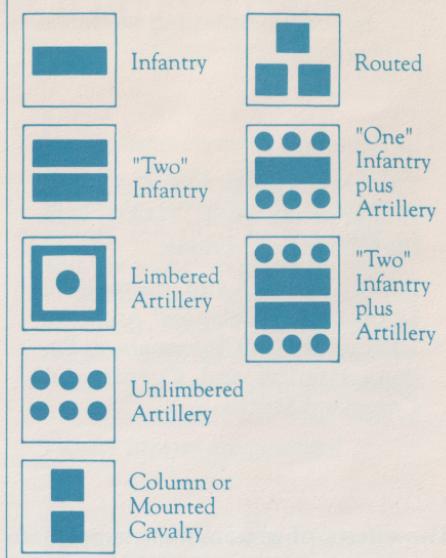


Figure 14.221 Unit Symbols

14.222 Movement

In order for units to receive the road movement bonus, they must be in Column, Mounted, or Limbered formation.

A unit in Column, Mounted, or Limbered formation may not enter a road square through road movement if that square is occupied by another unit.

A Mounted Cavalry or a unit in Column formation may overstack during movement, but it may not end its movement overstacked.

14.223 Effects on Combat

Units in Column formation may only fire in Melee Defensive Fire.

Units in Mounted formation will not fire offensively if ordered to melee.

Units in Dismounted formation have only three-quarters of their men available for combat. The other one-quarter is considered to be holding horses.

Units in Column, Mounted, or Limbered formations suffer additional casualties when fired on by enemy units.

A unit in Limbered formation defends in melee with a reduced strength (Artillery may never initiate melee).

Artillery may move, unlimber, and fire in the same turn as long as it has sufficient OP to do so. Note that this is a difference from the BASIC GAME.

14.3 Double Time

A unit may purchase extra Operations Points at a cost of 6 Fatigue Points Each. Pressing the "X" key while in the Command Menu will increase fatigue by 6 points and increase OP by 1 point. Routed units, units with 15 OP, and units with 40 or more Fatigue points may not use Double Time.

14.4 Melee and Advance

When a unit is ordered to melee, it automatically receives orders to advance into the target square.

If you do not wish a unit to advance after melee, you must set ADVANCE to N after ordering melee.

A unit will only melee in the direction it is facing. Note that this is not the same as its LOS. A unit's LOS extends into three adjacent squares. A unit may only Melee the adjacent square it is directly facing.

A previous melee plot is erased when a unit moves or changes its facing.

14.5 Disruption

Every time a unit suffers losses, there is a chance that it will become disrupted (refer to section 20.8). A defending unit which retreats as a result of melee is automatically disrupted.

The less men a unit has and the more casualties it suffers, the greater the chance

that it will be disrupted.

Disrupted units may not fire or melee offensively.

Units may recover from disruption during a Recovery/Rally Phase (refer to Section 20.81).

14.6 Unit Information

When a unit is accessed, information for that unit is presented below the map in a slightly different format than given in the BASIC GAME.

Some samples of this format are:

BRITISH IROQUOIS INF BATT	200 MEN	8	1	2	
DS:N	MEL:N	FT:10	EFF:60/70	7	3
LINE	OP:14	DIR:6	ADV:Y	6	5
RIDGE	(6)	X,Y:2,1	FIRE:2,2	4	

BRITISH LEFT ART BATT	96 MEN	8	1	2	
DS:N	FT:0	EFF:75/75	7	3	
UNLIMBER	OP:14	DIR:5	6 GUNS	6	5
ROAD	(3)	X,Y:4,5	NO PLOT	4	

The top unit is the British Iroquois Infantry Battalion. It has 200 men. The unit is not disrupted (DS). The unit is not set to MELEE. It has a Fatigue of 10. Its current Efficiency is 60 and its maximum Efficiency is 70. The unit is in line formation. It has 14 Operation Points. It is facing in direction 6 (this is the direction as shown in the Movement Compass to the right). It is set to Advance. The unit is in a ridge square which has an elevation of 6. The coordinates of this square are X:2 and Y:1. The unit has been ordered to fire into square X:2, Y:2.

The bottom unit is the British Left Artillery Battalion. You will notice the information is different than that for infantry. Artillery cannot be ordered to Melee so there is no MEL. Artillery cannot advance after combat so there is no ADV. In addition to the number of men, it is important to know the number of guns an artillery unit has. This information is given at the right of the third line — 6 guns.

Because there is more unit information than in the BASIC GAME, a second unit information screen may be called up by pressing the "P" key (for page).

Samples of this other format are:

BRITISH IROQUOIS INF BATT 200 MEN
FORT:0 NON RTD CC:1.1
MSK MRL:50 LEADER: BURGOYNE
RIDGE (6) X,Y:2,1 FIRE:2,2

8 1 2
7 3
6 5 4

BRITISH LEFT ART BAT 96 MEN
FORT:0 NON RTD CC:1.2
6PD MRL:75
ROAD (3) X,Y:4,5 NO PLOT

8 1 2
7 3
6 5 4

The above again identifies the unit as the British Iroquois Infantry Battalion which has 200 men. It shows the unit's fortification level (0). It shows that the unit is not routed. It shows that the unit has a Command Control (CC) rating of 1.1 (assigned randomly in the INTERMEDIATE GAME). The unit is armed with muskets (MSK). The unit has a morale (MRL) of 50. The unit's leader is BURGOYNE. Again the unit is in a sixth level woods square with coordinates X: 2, Y:1 and is plotted to fire into square X:2, Y:2.

The information for the other unit again identifies it as the British Left Artillery Battalion. Because Artillery units are not affected by leaders, no leader is listed for the unit. Artillery Command Control is randomly determined in the INTERMEDIATE GAME (always 1.0 in the ADVANCED GAME) and this is shown by its CC number. The unit has 6 pound guns which is shown by the 6PD at the left of the third line.

While a unit is accessed, pressing the "P" key will toggle between these two screens.

14.7 Reconnaissance

Players are permitted a limited number of reconnaissance attempts during each Operations Phase. To conduct a reconnaissance, move the cursor over an enemy occupied square and press the "R" key. You will receive a number that indicates the approximate number of enemy in the square.

14.8 Cursor and Command Menus

The Cursor and Command Menus are substantially the same as in the BASIC GAME. These menus as they appear for the INTERMEDIATE and ADVANCED

Games are given below.

14.8.1 Cursor Menu

(0) = Centers the map at the cursor ("5" for the optional key pad).

(1-8) = Moves the cursor in the desired directions according to the compass on the lower right hand side of the display. ("1-9" for the optional key pad)

(C)ombat = Starts the Combat Phase. Give this command when you have finished moving and giving orders to all units.

(G)o To Unit = When this command is given, you will be prompted to type in the number of the unit you want to access. Unit numbers are provided in the Orders of Battle that appear in the special rules for each battle. After the unit number is entered, that unit will be accessed (with this, the Cursor Menu is exited and the Command Menu is entered).

(O)ther Map = Toggles between the Tactical Map (which shows more detail) and the Strategic Map (which shows a larger section of the battlefield).

(P)age = Second Menu. On this menu will be displayed the number of recons you are allowed to conduct, along with other commands. If in this menu, "P" will return you to the first menu.

(R)econ = Pressing this key when the cursor is over an enemy occupied square will display an approximate strength of the units in that square.

(SPACE BAR) = Accesses the unit under the cursor. If two or more units are in the square, the top unit is the one accessed (with this, the Cursor Menu is exited and the Command Menu is entered).

(T)errain = Removes the unit shapes from the map to reveal the terrain underneath.

(V)iew = Highlights all the squares that a unit in the cursor's square could see.

(W) = Highlights all American Objective squares on the screen. Pressing a key will then highlight British Objective squares on the screen. Pressing a key will then return to the Cursor Menu.

(Z) = Moves the cursor back to the last square where a unit was accessed.

14.82 Command Menu

(0) = Centers map on the unit ("5" for the optional key pad).

(1-8) = Move the unit in the desired direction as indicated by the Movement Compass at the bottom right of the screen ("1-9" for the optional key pad).

(A)dvance = Sets the unit to advance into a square vacated by the retreat of an adjacent enemy unit(s). To be eligible to advance, that friendly unit's fire must have caused the enemy unit to retreat.

(B)uild = (ADVANCED GAME only)
Builds one level of fortification.

(D)irection = Permits the player to change the facing of the accessed unit. The computer will ask the player to enter the new facing 1-8 ("1-9" for optional keypad) as indicated by the Movement Compass.

(F)ire = Calls up the Fire Menu which permits the giving of fire commands.

(H)elp = Displays a list of the commands available in this menu.

(I)nverse Division = All units which belong to the same division as the accessed unit will be inversed. The square containing the divisional leader will be blinking as well. (ADVANCED GAME only: pressing this key permits "NO PLOT" or "NO FIRE" orders to be given to the entire division).

(L)eader = (ADVANCED GAME only)
Displays a menu which shows the di-

visional or corps commander. This menu permits the transfer of that leader to another unit under its command. Permits the unit to which the leader is attached to be accessed.

(M)elee = Plots the unit to MELEE combat the adjacent unit it is facing.

(N)ext = Accesses the next friendly unit in the Order of Battle.

(O)ther Map = Toggles between the Tactical and Strategic Maps.

(P)age = Toggles between the two screens of unit statistics.

(Q)uit = Exits to the Cursor Menu.

(S)tatus = Changes the formation of the accessed unit.

(T)errain = Removes unit shapes on the map to reveal the terrain beneath.

(U)nder = Accesses the next unit in the square.

(V)iew = Highlights all squares the currently accessed unit can fire into.

(W) = Objective Squares. Pressing this key will highlight all American Victory Squares visible on the map. Pressing any key will then highlight all British Victory Squares visible on the map. Pressing any key will then return the Command Menu.

(X) = Double Time. Increases operation points by increasing Fatigue by 6 for each OP gained.

(Z) = Aborts the orders you have given to the currently accessed unit since its most recent access. The unit is returned to the square it occupied at the time it was accessed and any combat orders given it are reset. OP points are recovered for cancelled orders (Exception: There is a 4 OP penalty if a cancelled move reveals a hidden unit).

ADVANCED GAME

15.0 ADVANCED GAME RULES

The ADVANCED GAME is the same as the INTERMEDIATE GAME with the addition of voluntary fortifications, leaders, Command Control and ammunition supply.

15.1 Voluntary Fortifications

A unit may have a fortification level of 0 to 5. Fortifications may be built by a unit. Such fortifications apply only to that unit and are erased as soon as that unit exits that square.

Fortifications are built one level at a time by pressing the "B" key while in the Command Menu. It costs Operation and Fatigue points to build fortifications (refer to the Operation Points and Fatigue Cost tables).

Fortifications may not be built by: units in mounted, column, or limbered formations; units with less than 8 OP; and units with a Fatigue of 20 or more.

15.2 Leaders

Units are under the command of leaders. Leaders represent the individuals who historically commanded the forces at the actual battles. Leaders are always attached to a unit under their command and move with that unit.

Leaders provide a combat bonus to their attached unit. This bonus is as shown in the Order of Battle for each leader. Artillery and Cavalry may never have a leader attached to them and never benefit from leader bonuses.

Leaders may be reassigned to different units under their command during the

Operation Phase (EXCEPTION: They may not be attached to units which are not on the map). Leaders are typically reassigned to give combat bonuses to units involved in key battles, to improve Command Control, and to help rally routed units.

15.21 Leader Effects

Command Control is determined by the bonus rating of the appropriate leaders and the distance from the unit to its leaders. Command Control ranges from a minimum of 0.5 to a maximum of 1.5. (EXCEPTION: The Command Control of Cavalry and Artillery units is not affected by leaders. Cavalry always has a Command Control of 1.2 and Artillery always has a Command Control of 1.0).

The closer a unit is to its leaders, the better its Command Control. The effect of this is to make units more effective when they operate under their historical organization.

Units are penalized Command Control points for each square they are away from their leaders (up to a maximum amount).

Units which are in the square which contains their corps leader or are adjacent to that square are not penalized for being away from their divisional leader.

For a more detailed explanation of leader command control (including examples and an explanation of the formula), refer to Section 20.1 in the Reference Guide.

15.3 Command Control

The Command Control rating for each unit is determined at the beginning of each turn. Command Control affects a unit's strength, the number of Operation Points it receives, its ability to recover from rout,

and its ammunition resupply chances.

The Command Control determined at the beginning of a turn is used for the second player phases of that turn and the first player phases of the following turn. A unit's base strength will be modified by its Command Control rating in arriving at its actual combat strength. Refer to the Fire and Melee Strength Modifiers tables and examples (Sections 20.6, 20.61, and 20.62).

In the ADVANCED GAME, cavalry always has a Command Control of 1.2. Artillery always has a Command Control of 1.0.

15.4 Ammunition Supply

Each unit begins the game with 4 ammunition points. Each time a unit fires, it expends 1 ammunition point. Ammunition is resupplied at the beginning of each turn. Units which are Routed or which already have 4 ammunition points (maximum permitted) will not receive any additional ammunition. There is a chance that other units will receive a partial ammunition resupply or no ammunition resupply.

When a unit is out of ammunition, it may only defend in Melee and fire in Melee Defensive Fire.

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ATTENTION

Sections 16 through 21 are located at the front of the Reference Guide that accompanies this Rule Book. These sections contain historical information, special battle rules, orders of battle, strategy and tactics hints, charts, tables, glossary and index.

QUESTIONS OR PROBLEMS?

Our main business telephone is (415) 964-1353.

We also have a Technical Support Hotline number: (415) 964-1200, which you can call if you have problems with your disk or if you need a clarification of the game and/or rules.

Both numbers can be called every workday, 9 to 5 Pacific Time.

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